

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of:

Ronald D. HALLIBURTON et al

Appl. No. 10/777,770

Confirmation No. 2955

For: Solitaire Game Played Over the  
Internet with Features to Extend  
Play

Art Unit: 3714

Examiner: J. Skaarup

Atty. Docket No. 36888-201052

Customer No.

**26694**

PATENT TRADEMARK OFFICE

**DECLARATION OF MR. JACK PEARSON**

I, Jack Pearson, declare and state the following:

1. I am the president of Tournament Games Inc., a corporation organized under the laws of Tennessee and which is located at 107 W. High Street, Lebanon TN 37087
2. Mr. Ron Halliburton and I developed the game concepts and game structure that has been implemented in the Tournament Solitaire 2000 game which is a commercial embodiment of the above-referenced invention.
3. Since the launch of the product, the Tournament Solitaire 2000 game has been the most popular game in terms of play and has earned the most revenue for the company.
4. On information and belief, one of the reasons for the success of the game is that players immediately understand the game concept and are comfortable with the play of the game because it is based upon a well-known solitaire game.
5. The Tournament Solitaire game has been commercially successful for the company. As reflected by the following chart, the game has earned significant revenue and profits since its launch in 2000. The total expenses column reflects the payout for tournaments winners and advertising and other corporate expenses. The Gross profit column reflects the revenue earned from the Tournament Solitaire 2000 less the payouts for the tournaments.

Year	Tournament Games, Inc., total income	Tournament Games, Inc., total expenses	Total Advertising Expenses, (all games)	Number of Tournament Solitaire 2000 games played	Gross revenue from Tournament Solitaire 2000	Gross profit from Tournament Solitaire 2000
2001				10,035,013		197,313
2002	547,514.99	466,054	28,397	5,046,397		267,730
2003	708,750.07	590,621	63,007	5,507,119		318,373
2004					1,404,236	321,885

6. In 2005 the Tournament Solitaire 2000 game continues to make strong sales and profits. The game is responsible for approximately 40% of all revenues for the company and it routinely earns approximately twice as much as the second place game for the company. For the first quarter of 2005 the game continued to earn approximately \$5,000 to \$6,000 in profits per week.

7. The Tournament Solitaire 2000 game was developed for less than \$200,000.00, and accordingly, the venture has already generated a significant return on our investment. In addition, profits and revenues for the Tournament Solitaire 2000 game continue to grow without the significant advertising expenditures.

I swear under penalty of perjury that the foregoing is true and correct to the best of my knowledge.

8/9/2005  
Date

Jack Pearson  
Mr Jack Pearson  
Tournament Games

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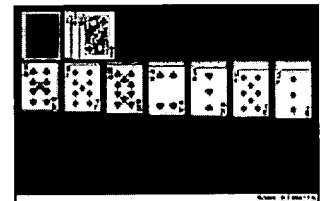
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**Solitaire Rulebook - Klondike**

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**Description**

This is probably the best-known solitaire in the world. Many people don't even realize that other games exist. Though the name may not be familiar, the game itself certainly is. This is due in no small part to Microsoft's inclusion of the the game in every version of Windows, though their naming the game "Microsoft Solitaire" only added to the confusion about the game's proper name.



Though popular, the odds of winning are rather low, perhaps one in thirty hands. Numerous variations have been devised to improve the odds.

**Rules****Number of Decks: 1**

**Alternate Names:** Canfield, Chinaman, Demon, Fascination, Small Triangle

**Initial Layout:** The tableau consists of seven columns, with the first column containing one card, the second column two cards, the third column three cards, and so on. The top card of each column is face-up; the remainder of the cards are face-down. The 24 unplayed cards are left face-down to form the stock.

**Object:** The object of the game is to move the four aces, as they appear, to the foundations, and build each up in suit from ace to king (A-2-3-4-5-6-7-8-9-10-J-Q-K).

**Play:** Turn cards face-up from the stock three at a time onto a wastepile. The top card of the wastepile may be played onto the tableau or foundations. Likewise, the top card of each tableau pile is available for play onto the foundations or another tableau pile. Cards within the tableau may be build down in sequence and alternating color. A sequence of cards may be moved as a unit from one pile to another. When a face-down tableau card is exposed, turn it face-up. If a space is created in the tableau, it may only be filled with a king. The stock may be recycled from the wastepile when it becomes empty. The game ends when either all foundations are filled (in which case you've won), or when no more moves are possible (or when the only possible move is to recycle the stock). In this case you've lost.

A slightly easier version of the game allows you to pull cards from the stock one at a time (rather than three at a time). In some versions of the game, this also limits the

number of redeals you're allowed (usually to two).

**Other Rules:** [Pretty Good Solitaire](#), [Solitaire Till Dawn](#), [solitairegames.com](#)

### Variations

- **Agnes Bernauer** - The initial layout starts with the same seven tableau piles as Klondike, but adds seven reserve piles, one below each tableau pile. Also, the first card of the first foundation is established during the initial deal, and is thus a random card rather than always an ace. All other foundations will also start with the same value. Tableaus are built down in alternating colors. Cards in sequence may be moved as a group. The top card of each of the reserve piles is available for play at all times. Spaces in the tableau may only be filled by a card (or group) based on a value one below the start foundation value. (For example, if the foundations started with a "6", tableau spaces may only be filled with "5".) When no more moves are possible, deal seven more cards from the stock to the reserve piles. There is no redeal. [PGS]
- **Agnes Sorel** - Starts the same as Klondike, except that the first card of the first foundation is established during the initial deal, and all other foundations will also start with the same value. Tableaus are built down in sequences of the same color. Cards in sequence and color may be moved as a group. Spaces in the tableau are not filled. When no more moves are possible, deal seven more cards from the stock to the tableau piles. There is no redeal. [PGS]
- **Alaska** - Deal the initial 28 cards the same as in Klondike, then deal the remainder of the deck face-up onto the six right-most tableau columns. Build foundations up in suit from ace to king. Within the tableau, build up or down by suit. Spaces may only be filled by kings. [PGS]
- **Double Klondike** - Plays exactly like Klondike except that it uses two decks, eight foundations, and nine tableau piles. Pull cards from the stock three at a time (harder) or one at a time (easier). [PGS]
- **Thumb And Pouch** - Same as Klondike, except that tableau building does not require building in alternate colors, only in different suits. Also, any card or sequence can be moved into a space (rather than just kings). [PGS]
- **Whitehead** - Very similar to Klondike, except that after dealing out the twenty-eight cards to form the triangular shape of the tableau (all cards are dealt face-up), the twenty-ninth card forms the basis of the first foundation. All other foundations must also start with the same card value. Cards are pulled from the deck one at a time; there is no redeal. Within the tableau, cards are built downwards in color. A sequence of cards in suit may be moved as a block. Spaces within the tableau may be filled by any card. [PGS]

Note: "PGS" references the fine collection of online rules from "Pretty Good Solitaire".

### Implementations

- **Windows:** [Action Solitaire](#), [Classic Solitaire](#), [Pretty Good Solitaire](#), [Solitaire Plus](#), [Solitude for Windows](#), [SolSuite](#), [Super GameHouse Solitaire](#)
- **Macintosh:** [3D Klondike](#), [Klondike \(Casteel\)](#), [Solitaire House](#), [Solitaire Plus! for MacOS X](#), [Solitaire Till Dawn](#), [SpoydWorks Solitaire](#)
- **Palm Pilot:** [Classic Solitaire](#), [Kickoo's Patience](#), [Klondike Mania Pro](#), [Klondike-on-the-Palm](#), [Patience](#), [Solebon Premium Solitaire](#), [Solitaire City](#), [Solitaire Pack](#)
- **PocketPC:** [Kritical Klondike](#), [PocketSol](#), [SolPac](#)
- **Online:** [GameColony.com](#), [SkillJam.com](#), [Tournament Solitaire](#), [WorldWinner.com](#)

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